CHIHUAHUA TECHNOLOGICAL UNIVERSITY



WRITTEN & ORAL EXPRESSION II (SERGIO CARRILLO)

Activity: FIRST PROGRESS REPORT

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# Problem statement

The hardest part of losing a dear friend is the feeling of the possibility of never seeing them again, searching around and publishing missing reports everywhere, hoping that someone could find them, waiting that somehow, they make their way home.

This difficulty on finding helps for the search our dear friends is one of the main problems that may delay our hoped reunion with them. Also, the lack of security, most of the pets do not receive a constant monitoring by their owners, being allowed to leave home without supervision.

# ****Define the problem!****

Losing a pet can be distressing for both the owner and the animal, and current methods for locating lost pets often rely social media publications and word-of-mouth to the people nearby, which can be slow and unreliable.

# Objectives

The main objective of this project is to create an effective tool to help recover and safely reunite lost pets with their owners. To achieve our objectives, we have as a proposal the creation of a search community. This search community is a supportive network that understands the deep emotional connection between humans and their beloved animal companions. humans and their beloved animal companions.

# Justification

Our justification to do what it proposes relies on this problem is not taken into account and is not classified as important, being that people's animal companions become part of the family, so it affects us if something bad happens to them. Also, the lack of security, most of the pets do not receive a constant monitoring by their owners, being allowed to leave home without supervision.

Another problem in matter of domestic animals, is the abundance of ownerless pets, filling the shelters and care homes. And the decreased acknowledge from the population.

# Methodology

1. Module conception. First, we considered how the application would be both in web and mobile with a brainstorm, its modules, its features, the options available to users, the types of users that would use the app and the additional options that would give better performance to the application or give it identity.
2. Project features discussion. After brainstorming ideas resulting from the design of the modules, ideas were discarded, starting with those that were time consuming, those that were outside our budget, those that involved external help, etc. We ended up reducing the scope of the application to local with a "small" project size.
3. Start module development. The html skeletons of the pages available on the website were created. Once finished, GitHub was used to upload the project in a repository.
4. Web Mock-Up. We started then with the layout of the project, in this we programmed the pages used by the page and some basic elements that would be attractive to the eye, such as backgrounds, buttons with animation, navbars, CSS, tables, among others.
5. Database created. Using the MongoDB database program, a database was created and designed to store user profiles, lost pet reports, store report locations, and connect to all team members for use with their protected information.
6. Database linked with MongoDB. Once linked to the project, the database gained functionality, however, there is still no connection with the front end, which means that the page has no interactions or content for users.
7. Start modules backend development. We started the development of the backend of the site, with the purpose of navigating between pages and creating a functional login that stores users. Minor code adjustments were made to the modulation, removing code redundancies, and optimizing it.
8. Mobile development. It is proposed to start with the development of the mobile application as soon as possible after finishing the backend on the website. For this, we will learn how to use android studio for the development, which will last at least two months.
9. API implementation. Maps, markers and gps APIs will be used. The functionality of the maps is to use them for the location of the pet in the reports and in the search page, the markers are used to mark the tracking of the animal between the seekers and the gps is for the gps module, which will track the location of the animal if it uses the prototype collar.
10. Prototype development. The development of the prototype will begin in the last month of development, using technologies such as an Arduino, a gps module with a portable battery and a necklace with the gps holster. This collar should have a sleep function so that the collar is not active all the time.
11. Connect prototype to Project. When the application is connected to the prototype, the correct functioning of the GPS tracking of the collar is sought in order to verify and validate both, the collar function and the tracking page of the user using the collar.
12. End of backend development. Completion of the processes that the application will perform, developed, finalized and ready for submission to the testing phase.
13. Testing phase. This phase will evaluate the work carried out throughout the semester, analyzing the modules, their operation, the requests they make, the correct flow of information and the security of the page, in addition to the functioning of the prototype with the page. All this in order to check its correct operation and find possible bugs or errors for correction before delivering the final product.

# Chronogram

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| Paw Seekers | | | | | | | | | | | | | | | | | |
| (From May 9th to April 27th, 2023) | | | | | | | | | | | | | | | | | |
| N° | Activities |  | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 1 | Module conception | P |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2 | Project features discussion | P |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3 | Start module development | P |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4 | Web Mock-Up | P |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5 | Database created | P |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 6 | Database linked with MongoDB | P |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 7 | Start modules backend development | P |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 8 | Mobile development | P |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 9 | API implementation | P |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 10 | Prototype development | P |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 11 | Connect prototype to Project | P |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 12 | End of backend development | P |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 13 | Testing phase | P |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |